

図 1

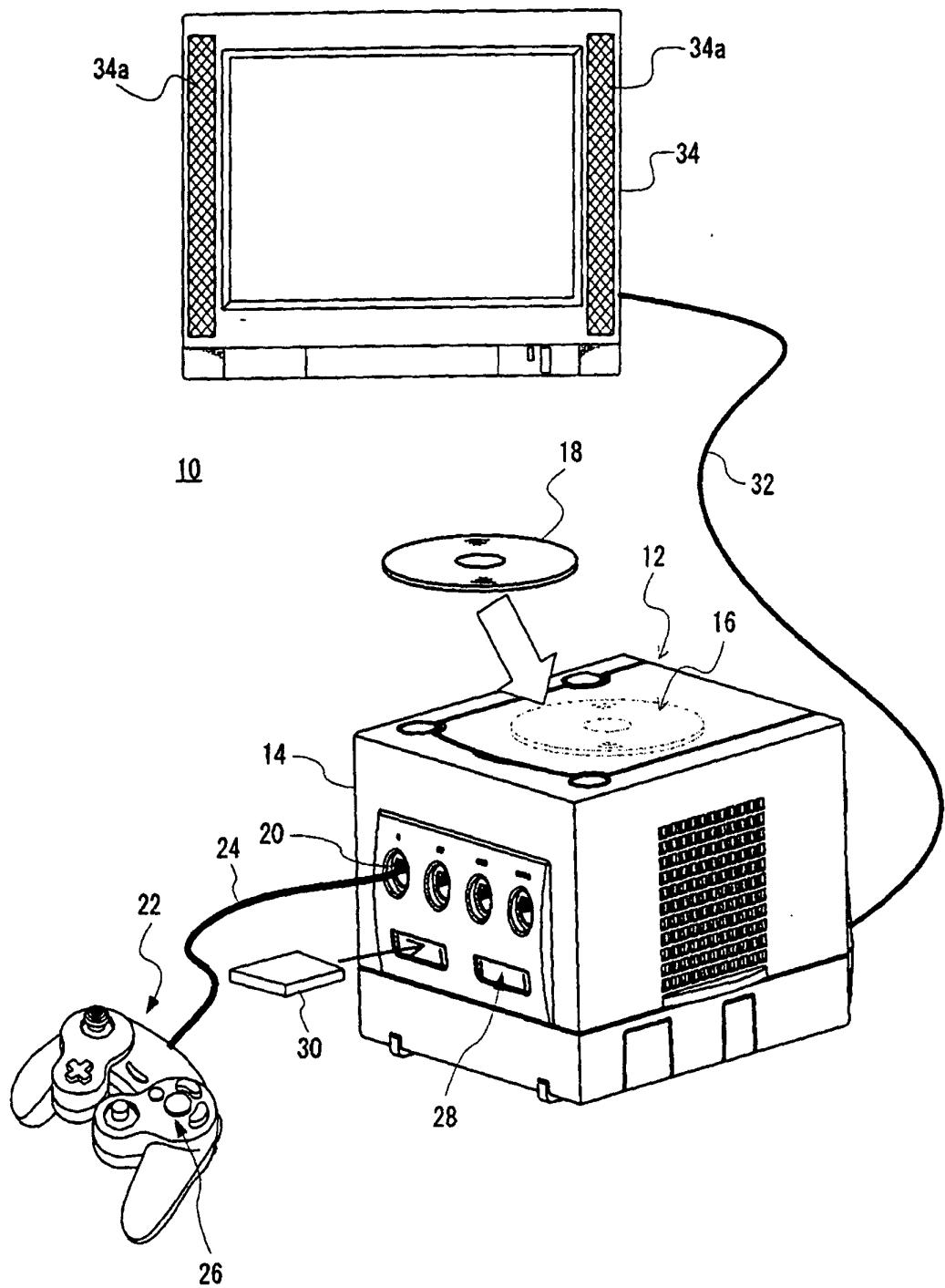


図 2

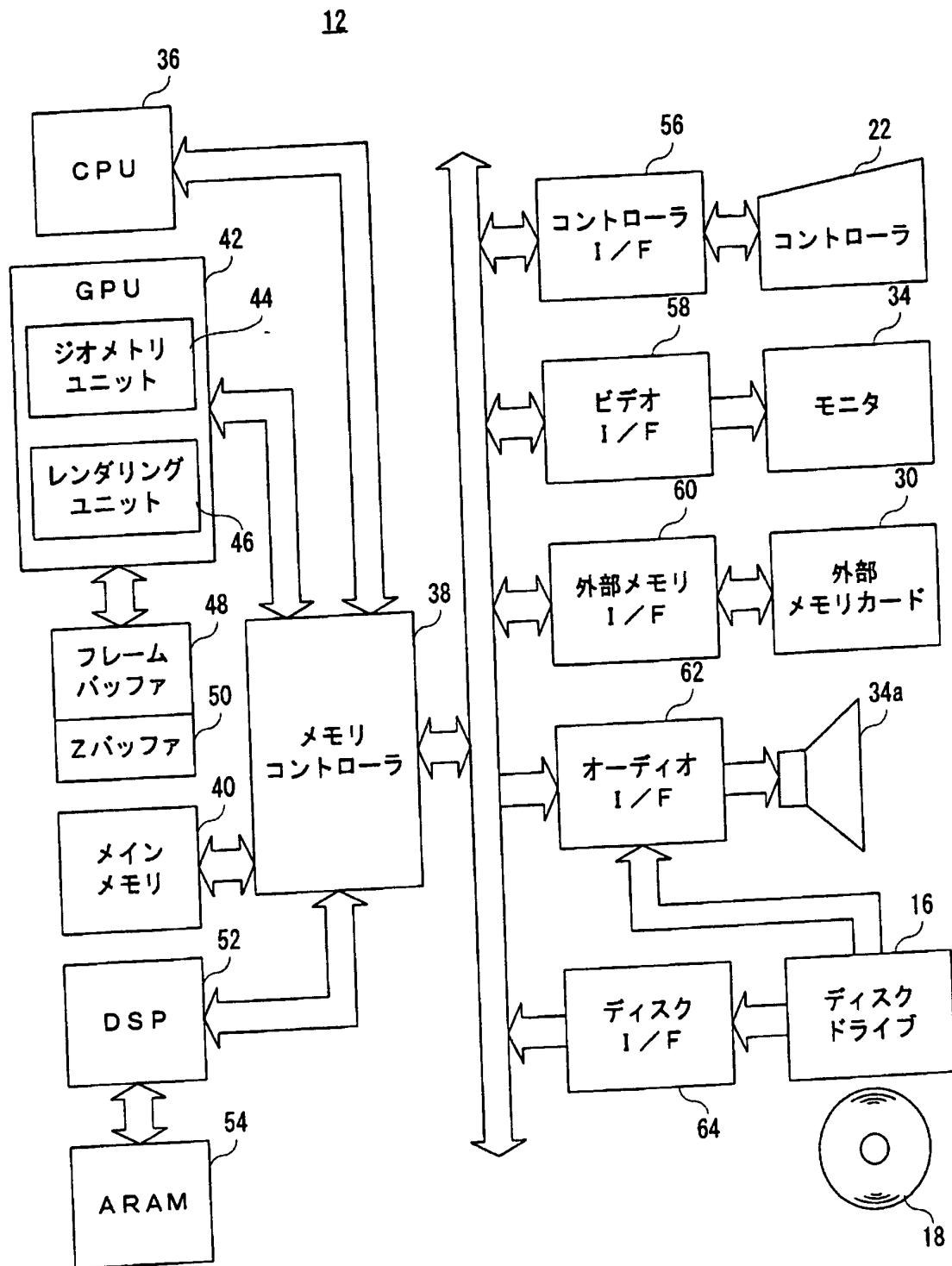


図 3

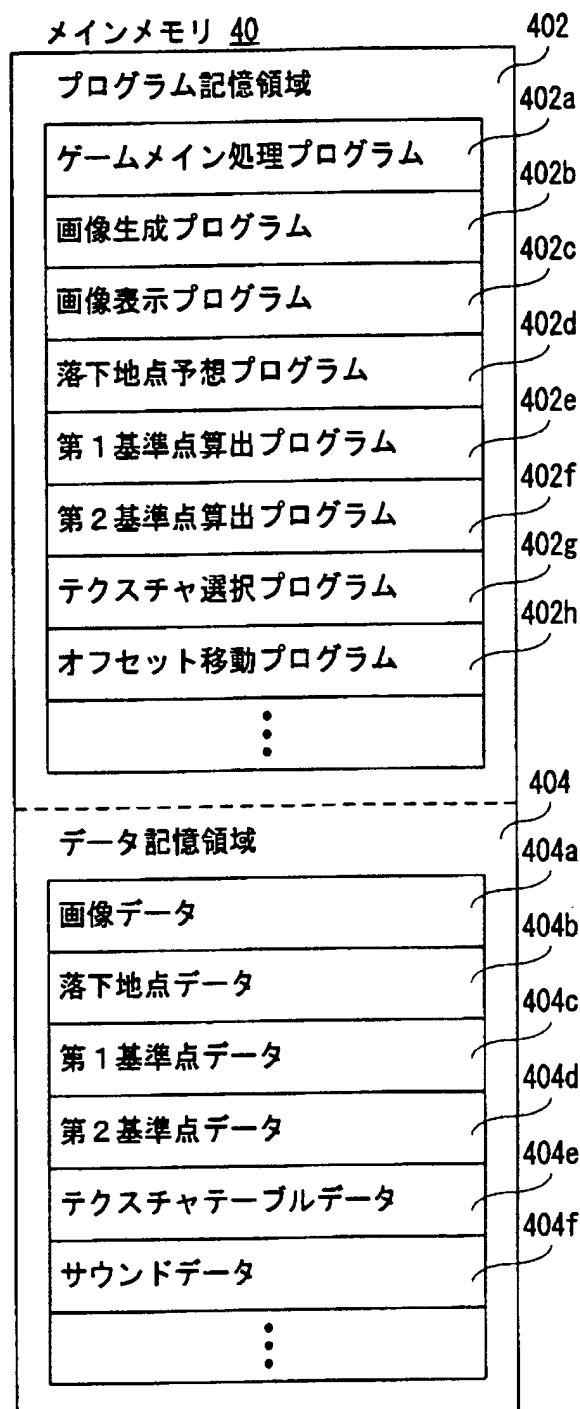


図 4

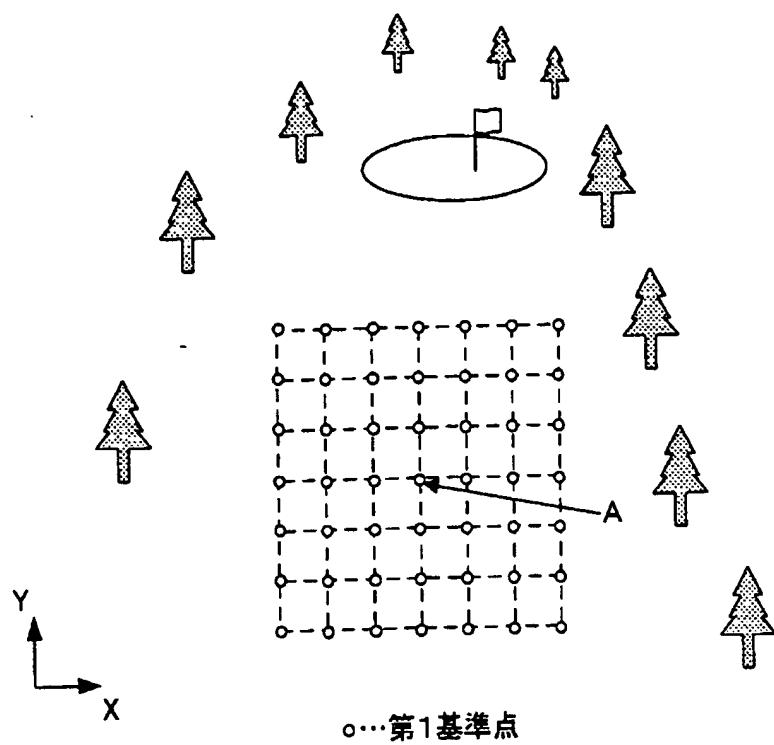


図5

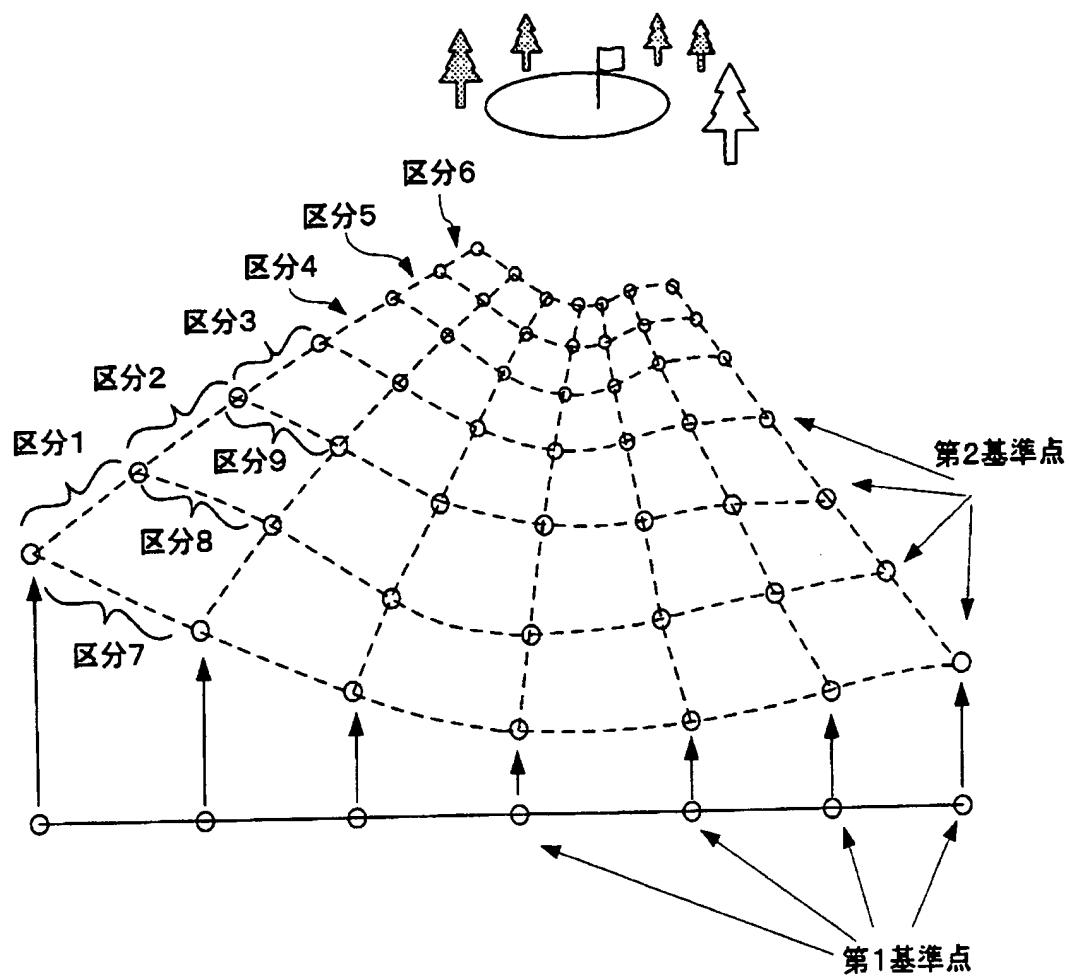
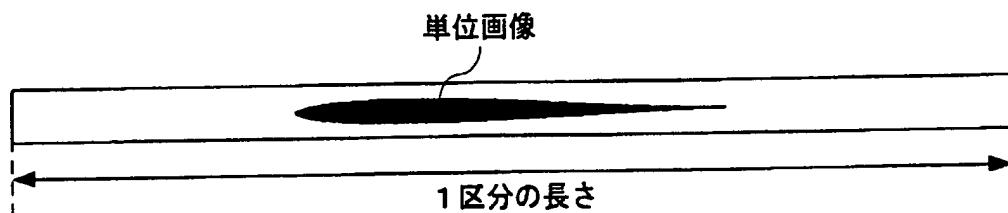
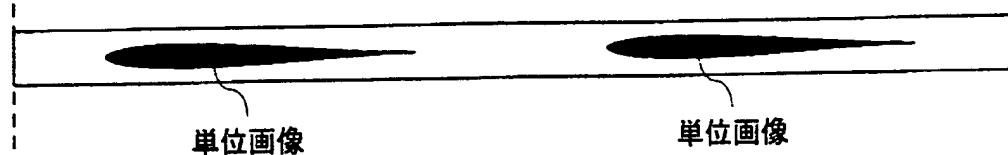


図 6

(A) グリッド線テクスチャ 1



(B) グリッド線テクスチャ 2



(C) グリッド線テクスチャ 3



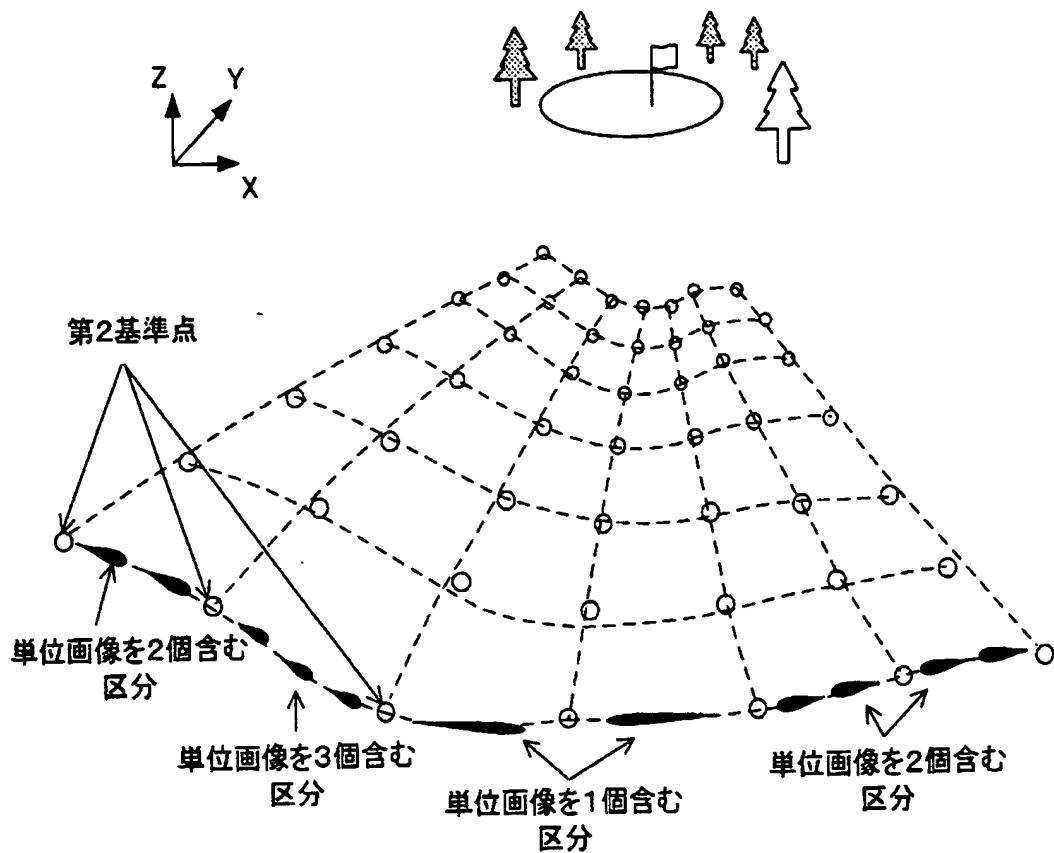
(D) グリッド線テクスチャ 4



●
●
●

図 7

(A)



(B)

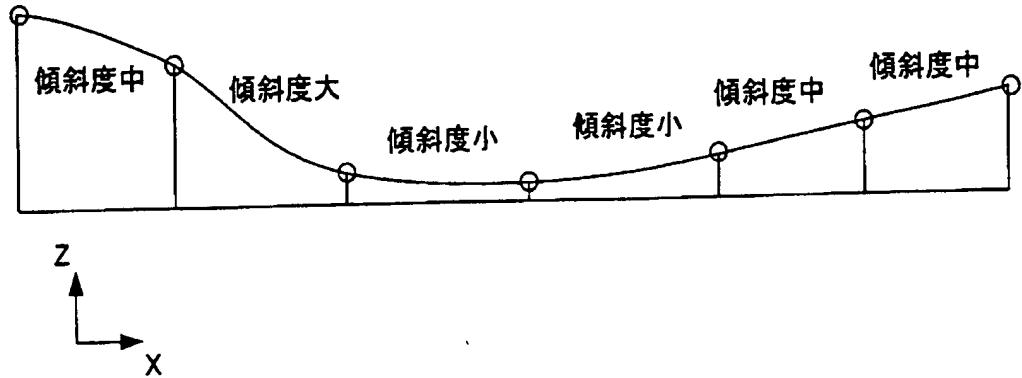


図 8

テクスチャテーブル

区分名	グリッド線テクスチャ番号 (N)
区分 1	...
区分 2	...
区分 3	...
⋮	⋮
区分 n	...

図 9

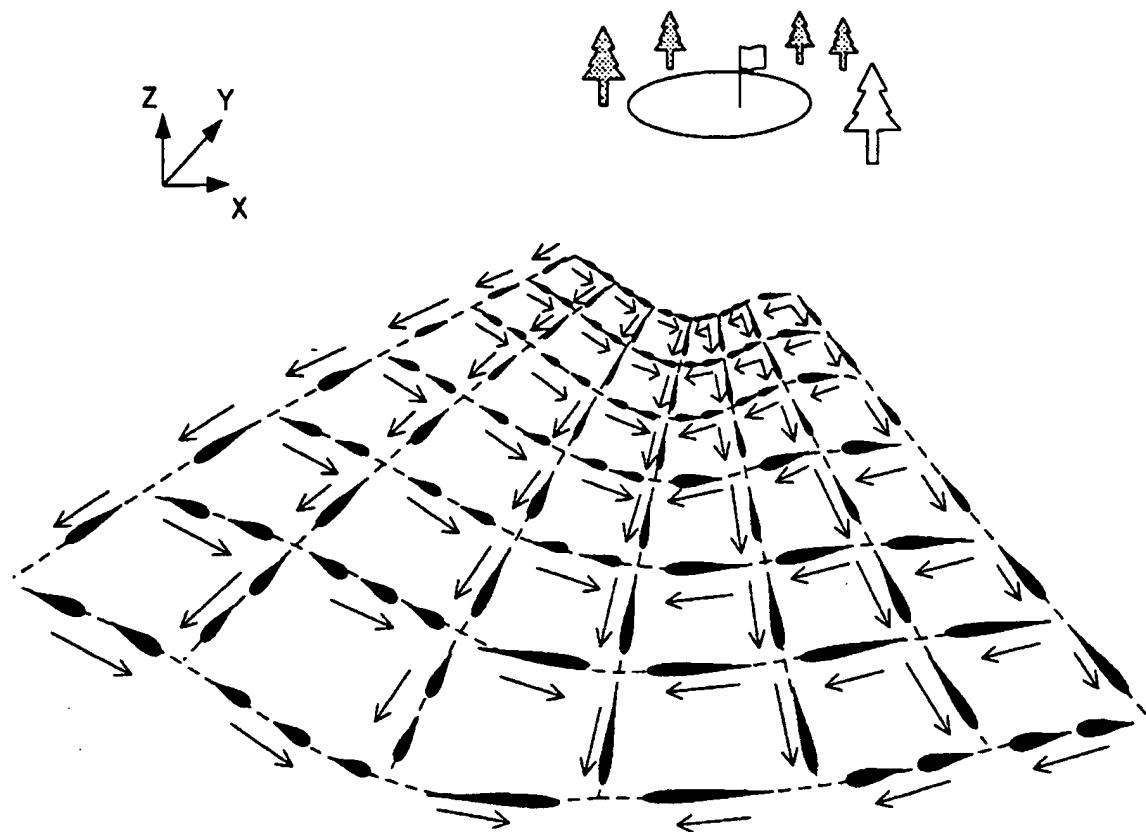


図 10

ゲーム画面

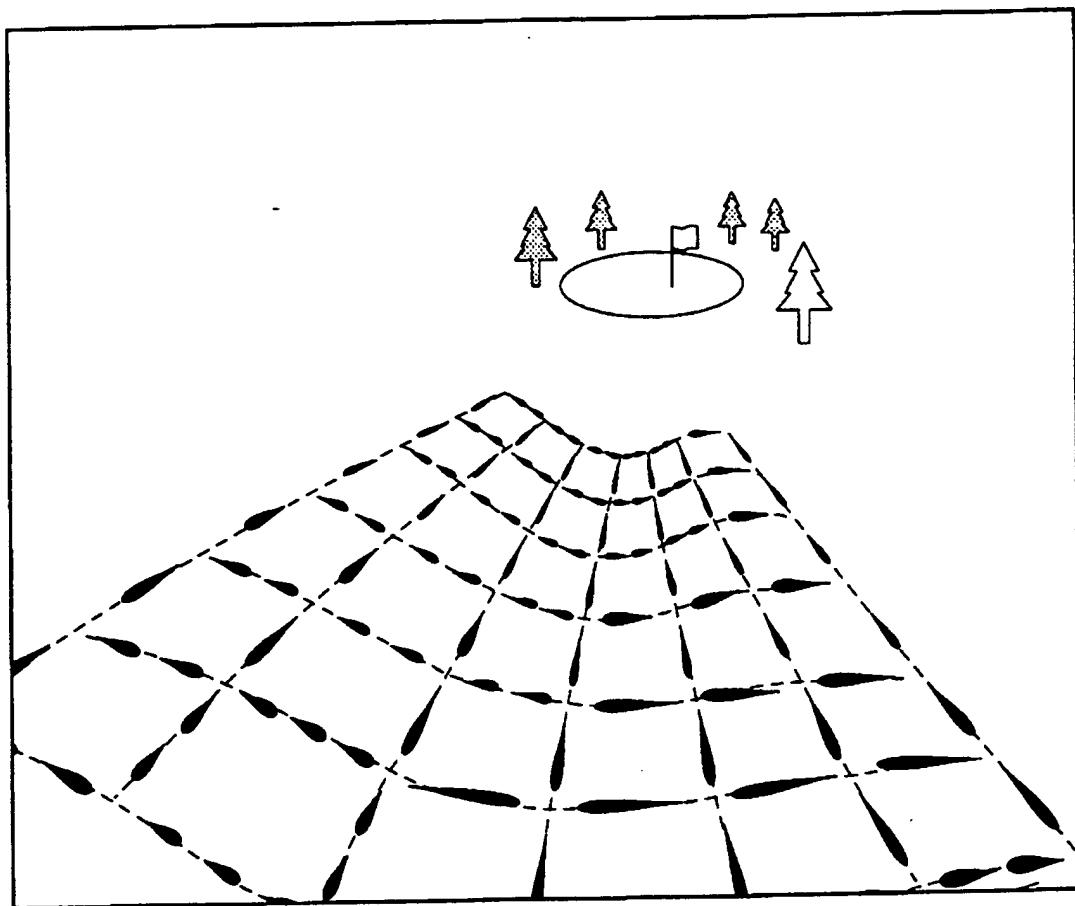


図 1 1

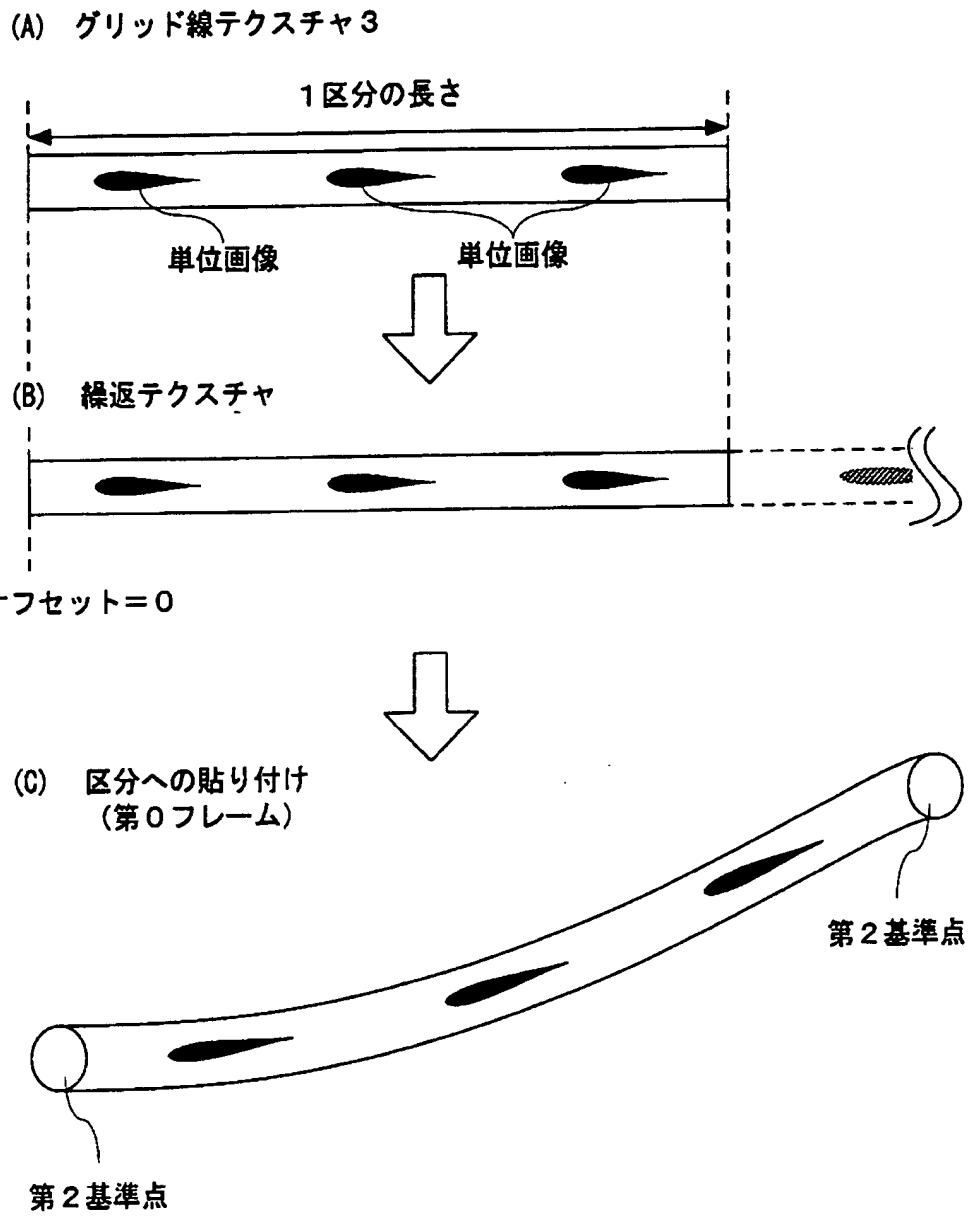
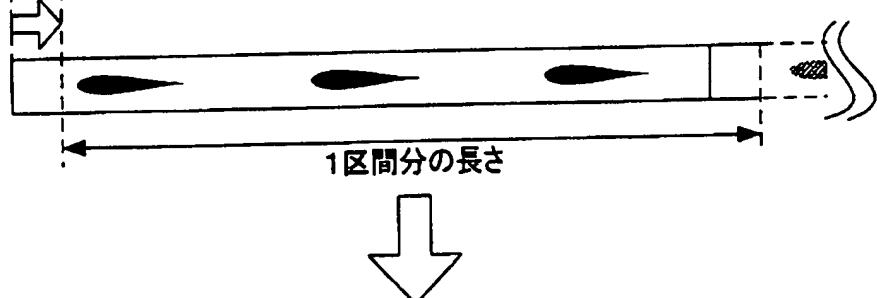
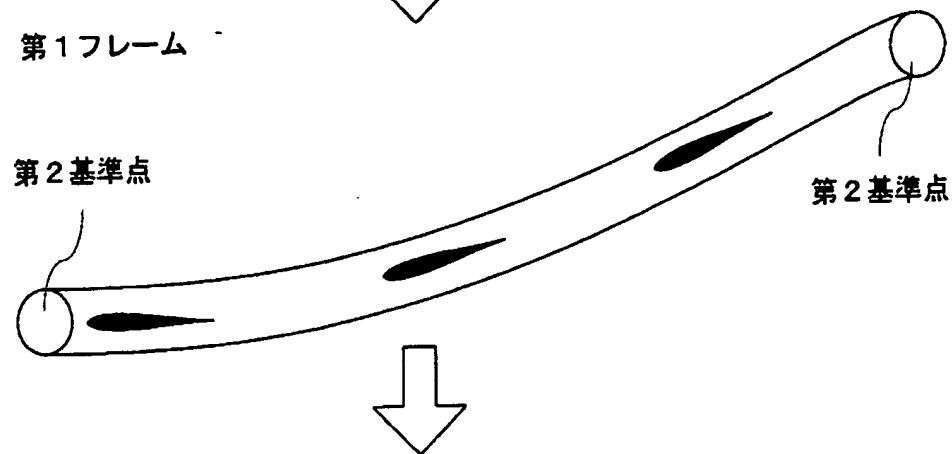


図12

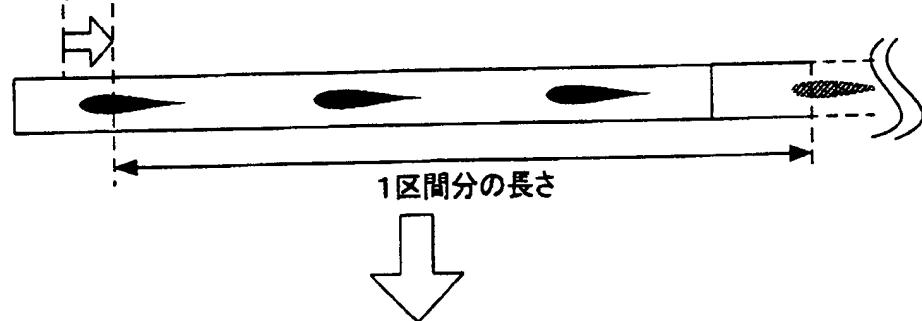
(A) 第1フレーム
オフセットをずらす



(B) 第1フレーム



(C) 第2フレーム
オフセットをずらす



(D) 第2フレーム

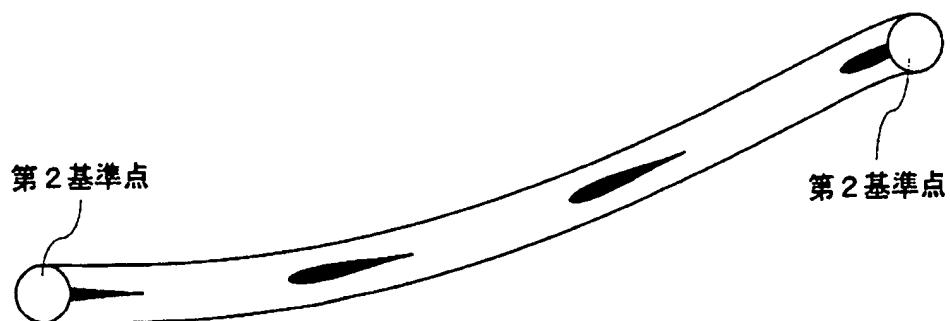


図13

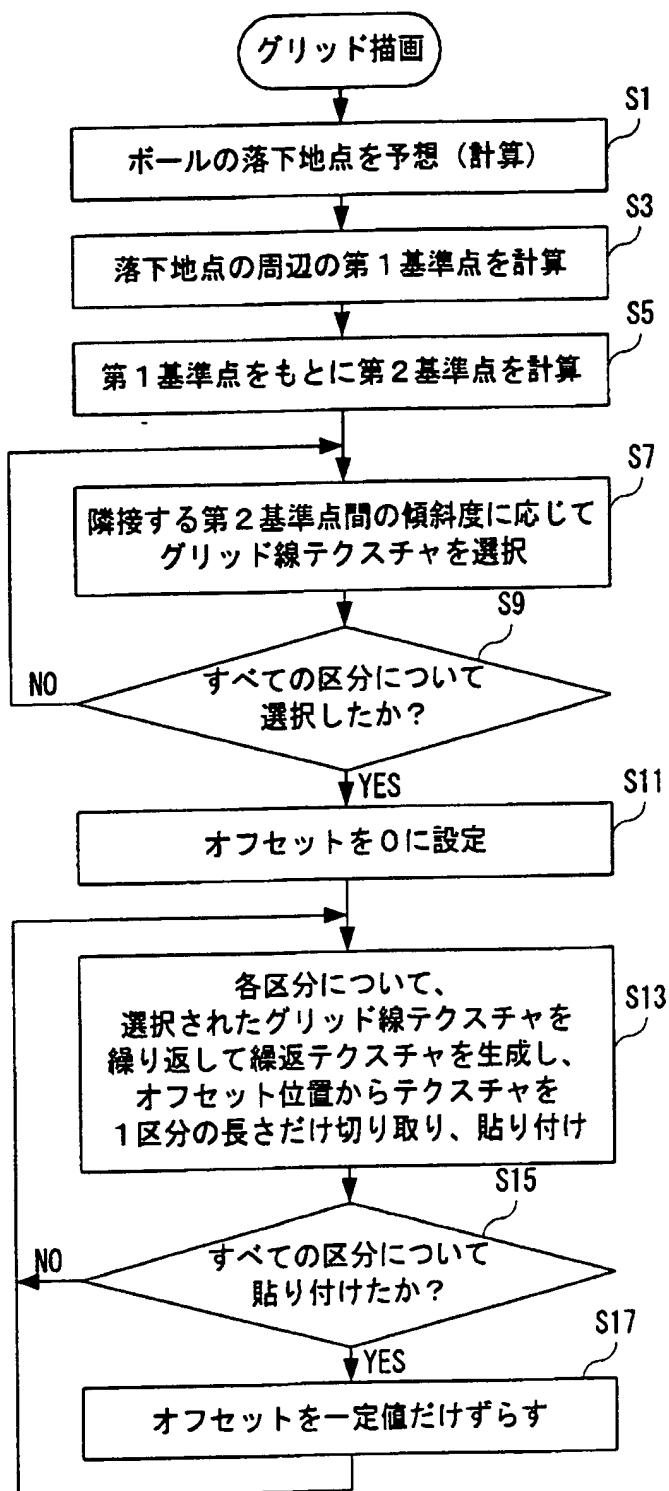
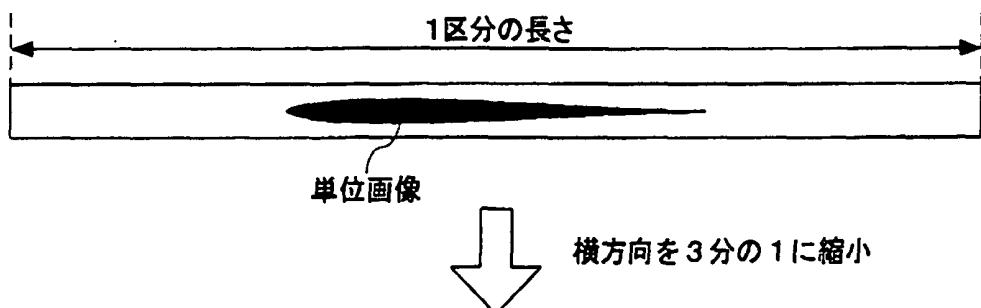
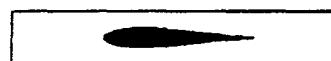


図 14

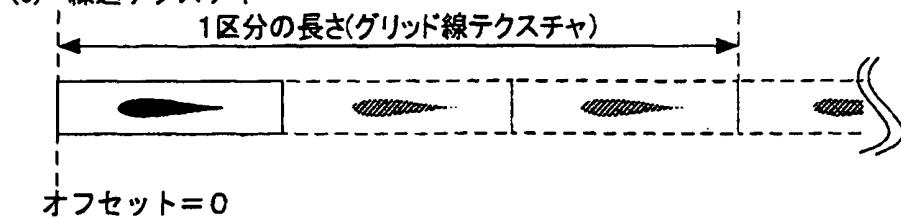
(A) 基準テクスチャ



(B) 縮小テクスチャ



(C) 繰返テクスチャ



(D) 区分に貼り付け
(第0フレーム)

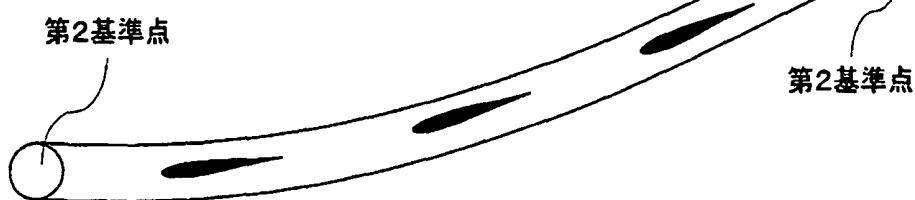
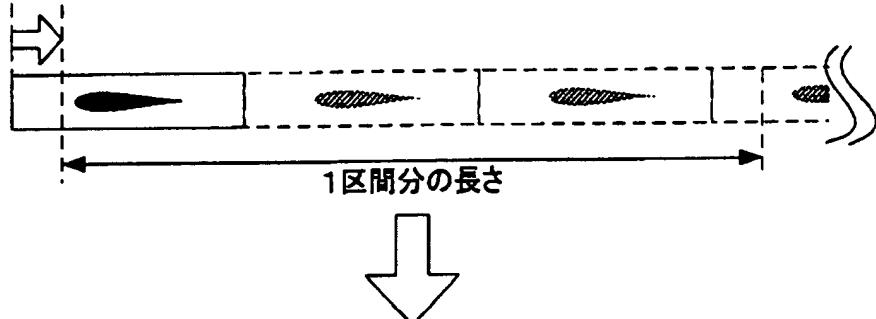
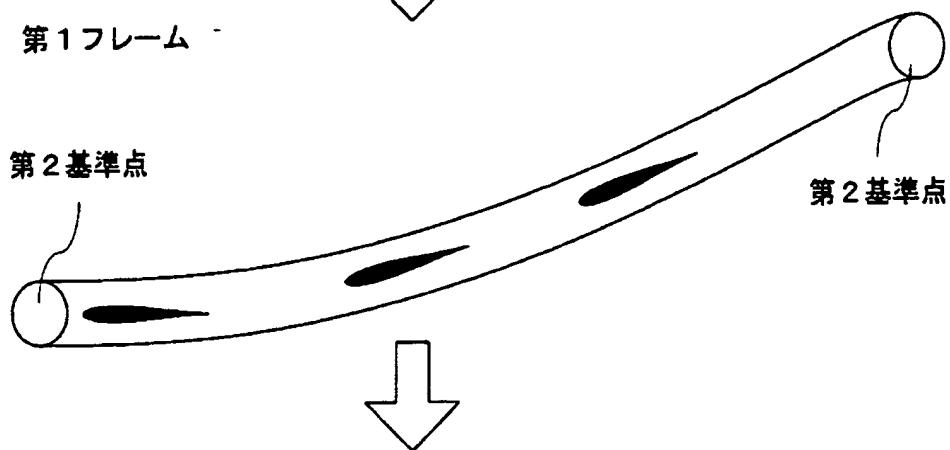


図15

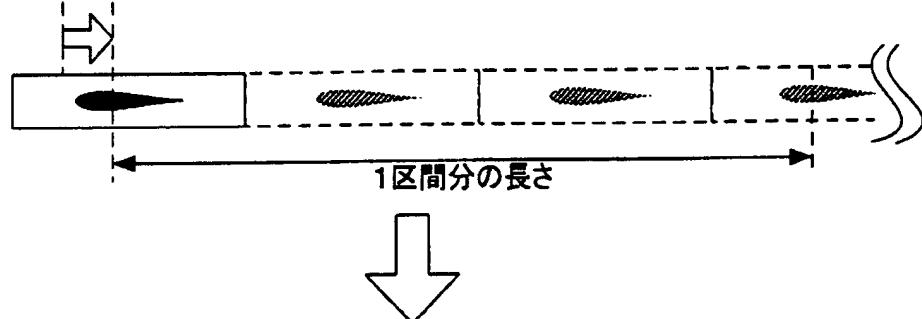
(A) 第1フレーム
オフセットをずらす



(B) 第1フレーム



(C) 第2フレーム
オフセットをずらす



(D) 第2フレーム



図16

テクスチャテーブル

区分名	単位画像の個数
区分1	...
区分2	...
区分3	...
⋮	⋮
区分n	...

図17

